COMMUNICATE OR VEGETATE !

Middle of September I said - nearly right ! Another full issue - although reports of new games are somewhat down as can be expected following the August downturn. I expect a mighty increase for the next issue as the Xmas "goodies" and "baddies" start hitting the shops. Meantime we've plenty of "busts", "thingies and wotsits", "sundries" and a warning tale of apparently good 6128's that aren't ! Short tale : I bought a second 6128 a month or so back to ensure that I never got stuck without one. The current beast was getting "edgy" with formatting. The "new" beast went into instant use. A few minor problems occurred, none of which really looked like anything other than run of the mill "hiccups" that you might expect in the course of a heavy working day. Then THE LIVING DAYLIGHTS appeared, simple job to organise a special. I was a bit horrified at the result - a very odd split screen ! I then did what I should've done first, I ran the tape direct. Same funny screen ! Made a mental note that I didn't go much on it ! Cutting a long story sideways, some days later I ran the disc'd version on the OLD 6128 - resulting in a "proper" game. Other checks showed the 6128 to be faulty somewhere in the hardware department to a degree that had a potential for lots of unseen problems. Back it went to be replaced by another 6128, serial number a few thousand removed from the returned one. Yes ! Another "duff" 6128. Quickly revitalised my old 6128 and put back into service ; the saga continues. Where do DIXON's get their supplies ?

Remember the Mike Penney saga ? [or was it PERREY ?] Seems that I boobed again as I omitted the "E" causing havoc with the DEED POLL forms ! Only one thing to say to Mike - SORREY !

On the "MAGIC BOX" front I am indebted to LUKE for the info that the games that "sense" the MULTIFACE II box and refuse to run do work OK on the DISC WIZARD. I have to add that several of you have reported otherwise, and put this down to the fact that DISC WIZARD has been changed - improved - possibly several times since first released. Seems like the 100% claim of MFII can now be obtained ONLY by having both ! They do indeed have their uses, but hard to justify to the well equipped and "game-wise" meddler. Can I express some mild surprise that despite the fact hundreds of these "missives" go out each month, pleas for pen-pals et al receive a poor response ? Yes I can, so I did. Exchanging ideas, comments etc. through the post is an inexpensive way of [1] improving your own understanding of the CPC and [2] Passing on what you have learnt ! Communicate or Vegetate is the slogan ! These NEWSLETTERS are almost entirely your own work - so at least I know that YOU know..........

Just to emphasise the point I am going straight into the PEN PALS, PLEAS, HAWKING and other personal stuff !

THE PERSONAL COLUMN

ASSIST WITH M/CODE PLEA *DUNCAN WHYTE* 4 Park Place, DUNFERMLINE, FIFE, KY12 7QJ seeks pen pal meddler versed in machine code who is willing to try to explain M/code to him. If you've got a loader for the OP-1 transfer of KETTLE, that'll be a good intro as Duncan needs that and I haven't got it !

WANTED - A FELLOW INEXPERIENCED "MEDDLING" PENPAL Lee Barton's own words. He's a 6128 user and has some interesting observations on REBELSTAR. Obviously he has sorted out the loader for the two player version - different to the one player version. I shan't print it here, if you haven't sorted it out you will have to drop Lee a line. Sneaky eh ? *LEE BARTON* 54 Halton Brow, RUNCORN, CHESHIRE, WA7 2EQ. FIND OUT ABOUT LEON TROTSKY and JILL BIAFRA !

THE VERY BIG CAVE ADVENTURE MYSTERY Pete Butler asks " Why is it that in PART 2 of the VBC the graphics do not match the locations ? All the screens are as for PART 1." The descriptions are OK, BUT do not match the pictures which presumably are numerically the same but from PART 1. Running the tape direct produces exactly the same results ! Drop PETE a line to: *24579129 CPL. BUTLER. 3 TK. TPTR. SQN. WKSP., ANTWERP BARRACKS B.F.P.O.16* Note that postage to BFPO address is same as UK.

ZOIDS - WOTSITALLABOUT ? A FIVE STAR GAMES TAPE without instructions is causing PETER a deal of aggravation. Can you help ? *PETER ROBINSON* 584 London Road South, LOWESTOFT, SUFFOLK, NR33 0LF will appreciate some information.

EVERYONE'S A WALLY RAY PUGH doesn't understand it [nor do I !]. Ray wants to [I don't !]. Being a "scouser" Ray has every right to believe that there's help forthcoming from not too far away ! Ray needs to get involved - so write or phone and clue him up on what goes on LIVERPOOL Amstrad-wise. Failure to contact RAY [any user clubs in 'POOL ?] will result in my writing a strong letter to Kenny D. I've supported the "REDS" for many years, ain't they great ? Promptly alienated any potential help from supporters of the other lot, but they still use ZX81's don't they ? Contact :
       RAY PUGH 61 Wynnstay Avenue, Lydiate, LIVERPOOL L31 0BG. PHONE: 051-526-5187.

JASON BROOKS 168 Tamworth Road, NEW SAWLEY, LONG EATON, NOTTS. NG10 3JU. Jason has the answer to MINI OFFICE II tape to disc problems ! A little too long to print here - but a disc, a re-usable PADDED envelope, return postage will get the "goodies". It be a nice touch to include something for Jason's R & D fund too. APART from which JASON had a lousy response to his PEN PAL request in the last issue - WRITE NOW !

ADVENTURE PROBLEMS ? Our very own PHIL THE DRUID will be happy to help with any INTERCEPTOR ADVENTURES, or SPYTREK, MINDSHADOW, FANTASIA DIAMOND, PLANET OF DEATH ,INCA CURSE and the other one ! Well clued up for general help to is PHIL ! Don't forget the SSAE to *P.A.FERRIS* 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS.

SEMI COMMERCIAL BREAK

FOR SALE - DK´TRONICS REAL TIME CLOCK on ROM - and - LIGHT PEN-ROM
£20 each or thereabouts from *DAVE CROSSMAN, 61 The Crescent, BREASTON, DERBY, DE7 3DE*

BONZO ON ROM ?   via *RODNEY TIPPING* 65 New Road, HORNSEA, NORTH HUMBERSIDE, HU18 IPH.
Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

CURSED BE THE CITY from *CBTC, S JOHNSTON* 3 Halyard Terrace, AUCHTERTOOL , FIFE, KY2 5XR.
Is the title of a fine text adventure which you can get for £2.00 on tape, or just £1.50 dumped to YOUR disc. One of our many "meddleresses" wrote in to thank me for the recommendation - Kay W. says "it was excellent". And she finished GRIEF ENCOUNTER ! Jim Johnston at the same address is looking for a cheap working ZX81 ! [Obviously suffering from regression !].

WADAMIGONNAREADNOW?
WACCI from *WACCI* 75 Greatfields Drive, HILLINGDON, UXBRIDGE, MIDDLESEX UB8 3QN. 50P. plus a GIANT SSAE gets the works !

SUGAR-CUBE   from *STEVE BROKENSHIRE* 22 Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 ØSB. Do as for WACCI !

ADVENTURE PROBE from *ADVENTURE PROBE* 78 Merton Road, WIGAN, WN3 6AT. Stunning Sandra´s offering. £1 gets the goodies !

ADVENTURE CONTACT *REVIVED* ! Pat W. will be contributing to the mag. now in the hands of Colin Page. I suggest a line and SSAE to Colin to get the latest information. *COLIN PAGE. KINGFISHER RESTRNT. 91 PALMERSTON RD. BOSCOMBE. BOURNEMOUTH BH1 4HP*

THE GUBBINS - AT LAST
OPTION 1 [300] STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.
The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.
ARNHEM, CATASTROPHES, DRAGONS [AMSOFT], CORE, COLOUR OF MAGIC, EASYTYPE, GFL CHAMP FOOTBALL, HEATHROW ATC, MELBOURNE DRAW [files to tape], THE MURAL, MONSTER CHASE [ROMIK], PLANIT [Prev. OPTION 2], SHADOWFIRE*, SUPERCHESS [DEEP THOUGHT], SOCCER BOSS, THEATRE OF EUROPE [also RAMDAM/HP], TEST MATCH CRICKET, THE WAR GAME [REELAX GAMES], ZEN. Barry Prazak did a "loft job" for a couple of these. I chipped in THE WAR GAME which I actually bought ! [50p. at an Amateur Radio Rally !]. A reminder that binary loaders often need a short basic loader - just like the suggested loader for OPTION two transfers in the instructions. If you don´t like "meddling" with trivia then HACK PACK it ! Typical standard loader for SHADOWFIRE is:
        10 MEMORY 19695: LOAD "X.BIN": CALL 19696
When the file is located too low in memory to be fixed in this manner, resort to machine code is the only answer. This can be poked in memory from basic, as this simple one for SEAS OF BLOOD, the main file is called "BLOOD". If the reasons for these mystify you then PLEASE READ YOUR CPC MANUAL - it is all there (even if only alluded to).

1 REM: SEAS OF BLOOD OPTION ONE LOADER. LOADS FILE NAMED ´BLOOD´-42K
10 CALL &bbff:FOR X=&be80 TO &bea6:READ A$:POKE X,VAL ("&"+A$):NEXT:CALL &be80
20 DATA 21,ff,b0,11,40,0,e,7,cd,ce,bc,21,a1,be,6,5,11,c0,0,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,c3,c0,0,42,4c,4f,4f,44,c

OPTION 2 [54] HEADERLESS FILES.
There always seems to be something for this jolly routine, and this is no exception. Luke reports MOTO - and Brian had to go to Spain to buy DEFCOM ! Both are MASTERX types - the routine hasn´t done bad eh ? Jason´s rename proggy last issue was for 6128´s. The alterations to make it work 464 are fairly easy - PRYCM.
DEFCOM (MX), MOTO (MX).

OPTION 3 [49] FLASHLOADERS.
Not too easy to find with BLITZ wiping up all the newer [and the older] ones. BUT, Stewart and several others credit OPTION 3 with TRANSMUTERS, skip the redundant basic loader.

BONZO BLITZ - THE SPEEDLOCK CRACKER
Just to keep the list current before reverting to new reports [all OPTION 3 oldies excluded , BLITZ does them of course].
GOONIES, XEVIOUS, GREAT ESCAPE, MIKIE, TOP GUN, LEADERBOARD TOURNAMENT, BMX SIMULATOR, ARMY MOVES, DONKEY KONG, ARKANOID, SILENT SERVICE, MINDSHADOW, LEGEND OF KAGE, SHORT CIRCUIT, SHAO LIN´S ROAD, YIE AR KUNG FU II, BRAINACHE, DALEY´S SUPERTEST, SARACEN, COBRA STALLONE, EXPRESS RAIDER, CRYSTAL CASTLES. WARLOCK, BEACH HEAD 1, MARIO BROTHERS, SLAPFIGHT, GAMEOVER, MAG MAX. HEADOVER HEELS, STREET HAWK, METRO CROSS, SCALEXTRIC, DIZZY, TRANSMUTERS, BLACK MAGIC, TENTH FRAME, ROAD RUNNER, WORLD GAMES [main file], SUPERCYCLE [main file],BEACHHEADII [ODD],plus FIGHTER PILOT & KUNG FU MASTER from SOLD A MILLION III.
We have an unconfirmed report of BREAKTHRU for "ODD", plus a number of others awaiting a second confirmation. What we do know is that SPEEDLOCKS from now on WILL contain a "BLACKBOX" defeat - certainly applicable to MULTIFACE II.

RAMDAM,RAMDAMX or HACKPACK [142]
RAMDAM
With the tendency for HACKPACK to be used, RAMDAM will fall into disuse. The "stray" report is CORRIDOR CONFLICT-AM.
RAMDAMX ZILCH further reports.
HACK PACK Much confirmation of previous RAMDAMS as OK under HACKPACK. Some newer reports cover previous "tricky" ones.
Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY.
MOUNTIE MICK, GHOSTHUNTERS, REALM, TURBO ESPRIT, STRYFE [wait !], LEGIONS OF DEATH [Motor lock OFF], HARVEY HEADBANGER.
Another reminder that HACKPACK is the "easy" way. Virtually all OPTION 1 will HACKPACK instead. In fact an "ersatz" HACKPACK, [not so good or effective, or economical,] issued by our competitors is advised as the ONLY one to use as their equivalent OPTION ONE also needs the odd loader. I reckon "meddlers" are better educated and prefer the "clinical" OPTION ONE when it can be done. A word about MOUNTIE MICK, BRIDES OF FRANKENSTEIN and possibly THEY STOLE a MILLION. MOUNTIE was a 464 HACKPACK, but despite many efforts no-one seems to have persuaded it to run on a 6128, let alone transfer it. The problem seems to be in the ability of separate tape-players to read two VERY short but essential headerless blocks. The ALC may have something to do with it. It is AURIOLASOFT's idea of "protection" ! BRIDES has the same, and a letter in AA for October refers to the same problem. I am prepared to believe that the games are capable of running on a 6128/664 - but until a tape player is provided WITH the games I advise to ignore them.

SPECIALS
These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
EVERYONE'S A WALLY*,HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. 3 WEEKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER*, THING ON DING*, ROCKY HORROR, STAINLESS STEEL* , BATTLE OF THE PLANETS, TOMAHAWK,TRIVIAL PURS(main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, REVOLUTION. GALIVAN. EAGLES NEST. COP OUT. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, 2112AD, STRIKE, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], ENDURO RACER , THING II, NIGHT GUNNER, MISSION GENOCIDE, HIJACK, CHAMPIONSHIP BASEBALL,HACKERII, SPACEACE, BUMPSET STRIKE, RANARAMA. WIZBALL, SOLOMONS KEY, JOE BLADE, CENTURIONS, TANK BUSTERS, NEMESIS THE WARLOCK.
BONZO BLITZ transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts [BIGGLES as example]. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them !

BONZO CLONE ARRANGER
The PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. The perpetual listing is now dropped, and I remind you that disc protection methods are constantly revised by Paranoia Purveyors to keep up with the "Cloners" ! I will happily report any clones relating to discs purchased in the last few months. The only one this month is PYRADEV which I think will DISCKIT3 anyway.
DOO DAH Again perpetual listing is dropped. Remaining a very capable and popular "cloner" current reports concern :
PAPERBOY, SENTINEL and DRUID as OK. On the "NO GO" list is SLAPFIGHT [tape version identical, cheaper, and will BLITZ].
Sticking with DOO DAH [over 1500 in use], I have had three reports each of [1] DIRECTORY PRINT-OUT missing a character and hence alignment is lost. [2] Problems on 2-drive systems with "read fail" occuring when transferring via BONZCOPY.
From my own recent experience of the read fail I was able to put it down to a difference in tolerance of the two drives involved. It is clear from Amstrad lit. that timing is somewhat tighter when two drives are in use. I solved the problem [until the machine was found to be faulty !] by getting another 6128 ! Going back to the original set up I found that it was ALMOST eliminated by transferring B to A, and always formatting in A. The total solution if you get this problem is to do A to A BONZCOPIES ONLY. Takes a little longer, but has never failed to give me a trouble free BIGBONZO FORMAT disc full of files.
The PRINTOUT problem : I've never had it - nor have the majority, but with some very great help from Gerard and Jim I was able to pinpoint the problem as being caused when the PRINTER BUFFER is filled. The built in time-out on the AMSDOS routine [&bd2b MC PRINT CHAR] does indeed time out after a "wait" for a "non-busy". The result is a "skipped" character, and the aforementioned problem. There are two answers ! Enlarging the printer buffer solves it [as Jim happily reports], or this "mod" will solve it completely. The "mod" is simply some alterations to the "DISC" file on your DOO DAH. Provided that the early part of the file says V.24 then you can make these changes. Only the line numbers shown require altering or including. The mod also gives another check on writing data [including formatting]. Redesignated as V.26.

```
 200 POKE 37001,&80:POKE 37002,&be:POKE &a23c,&c3:POKE &a23d,&10:POKE &a23e,&be
 210 RESTORE 500:FOR X=&be10 TO &be1c:READ A$:POKE X,VAL("&"+A$):NEXT
 500 DATA cd,f1,bd,da,3f,a2,f1,d1,c1,e1,c3,35,a2
1000 POKE &9168,&c3:POKE &9172,&c3:POKE &917c,&c3:POKE &9169,0:POKE &9173,&e
1500 POKE &917d,&1c:POKE &916a,&b0:POKE &9174,&b0:POKE &917e,&b0
2000 RESTORE 5000:FOR X=&b000 TO &b02c:READ A$:POKE X,VAL("&"+A$):NEXT:RETURN
5000 DATA e5,f5,cd,af,91,cd,6b,91,38,20,f1,e1,18,f2,e5,f5,cd,af,91,cd,75,91,38,12
6000 DATA f1,e1,18,f2,2a,6c,92,e5,f5,cd,7f,91,38,04,f1,e1,18,f2,f1,e1,c9
```

BANKRAID - *THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil.* Neil has provided yet another gen article for BANKRAID users. Keep sending him your info ! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and a modest offering for Neils R & D then send him a disc and all will be revealed ! RETURN POSTAGE TOO PLEASE ! WANNA USE CPM under BIGBONZO ? Neil's sorted that out neatly too !

Evenin' all,

September is a wonderful month, did you know it was the seventh month of the Roman year ? Anyway, on to what you came here for, the news.

This month sees only one report, it is for Nexor and thanks go to Keith Hankin for it !

The parameters you need are : Mode 1 Patch &155 Locate &30.

THERE'S MORE ! These direct for NEWS 14 from LUKE IRELAND [By 'Phone too !]

GREMLIN LOADERS - *PATCH &180   MODE varies LOCATE &30*

This applies to KRAKOUT, DEATHWISH3, AUFW.MONTY and THINGII. AN EXCEPTION is CONVOY RAIDER - PATCH &182 with LOCATE &30

This month's cage rattler is a little'un.

[[STARQUAKE]]

Run raid2 and insert a destination disc. Use these parameters when asked.

   filename : QUAKE   Patch : &a349   Mode : 1   Locate : &bf00

Insert the Starquake tape, follow on-screen instructions. The machine will reset after displaying "Patched and running".

Rewind starquake tape to beginning and Run INSTALL from the Bankraid disc. Enter and run this program -


```
10 ¦tape:load "tload"
20 for u=&30 to &37:poke &a349+(u-&30),peek(u):next
30 mode 1:call &a2a2
```


The tune will start upon loading, Press any key, Bankraid will take effect and the machine will reset. Run Swag2 from the Bankraid disc. Insert the disc which you used to begin with. Once saving is complete, use Run "QUAKE" to play a game.

To make up for the small Rattler, the following "goodie" has been included (save the applause !)

[[NOPICT]] : Bankraid extra !

Four lots of 17k is quit a lot of disc space (work it out !). In order to save some, the following program will remove the screen picture from a program saved by Bankraid. To use, simply type this in and save it as NOPICT. To use : Just run it with the disc in the drive. Enter the filename of the file you wish to reduce. The program will do the rest.


```
10 REM PROGRAM TO DELETE SCREEN PICTURE WITH BANKRAID TRANSFERS
20 REM copyright 1987 by NEIL MACDOUGALL
30 MEMORY &8eff
40 MODE 2:CALL &bc02:PRINT" Bankraid 2 - Delete Screen Memory"
50 LOCATE 1,3:INPUT "File to load ?",name$
60 IF LEN(name$)>7 OR LEN(name$)<1 THEN LOCATE 1,3:PRINT SPACE$(79):GOTO 50
70 LOCATE 1,5:PRINT"Insert DISC and press any key ":WHILE INKEY$="":WEND
80 LOAD name$,&8f00
90 POKE &8f22,&c3:POKE &8f23,&37:POKE &8f24,&8f
100 A$=NAME$+".BIN":¦ERA,@A$
110 SAVE NAME$,B,&8f00,&f0,&8f00
120 A$="D"+NAME$+".BIN":¦ERA,@A$:CAT
```


That's it for another month. Don't forget that any news is always welcome ! If you have any Bankraid problems, don't forget to let me know. Until we meet again .... **NEIL MacDougall [130 Robin Way, CHIPPING SODBURY, BRISTOL, BS17 6JS]**

INFINITE WOTSITS and ETERNAL THINGIES

The promised further hackings from Gerard. For LIGHT FORCE you need an OPTION 1 transfer, not an idle HACKPACK version ! Read through the two files needed, they explain it all. The non-sequential numbering is due to my cocatenation - but I'm having treatment ! OH YES - I did say two didn't I ? Gerard XCELs as well ! Are you ready ?

```
10 'Light Force Cheat Loader:Part One:Save as LFORCE.BAS: GERARD TOON.
40 MODE 1:PRINT:PRINT:PRINT
60 PRINT"     *************************"
70 PRINT"     *                       *"
80 PRINT"     *     Light Force       *"
90 PRINT"     *                       *"
100 PRINT"     *************************"
```

LFORCE CONTINUES:

```
110 y=0:FOR x=&BE00 TO &BE3E
120 READ a$:a=VAL("&"+a$):POKE x,a:y=y+a:NEXT
130 IF y<>&1B15 THEN PRINT"duff data":STOP
140 PRINT:PRINT:PRINT
150 PRINT"         Infinite Lives ? (y/n)":PRINT:PRINT
160 GOSUB 290:IF z$<>"Y" THEN POKE &BE34,0:POKE &BE35,0:POKE &BE36,0
170 PRINT"         Invulnerability ?  (y/n)":PRINT:PRINT
180 GOSUB 290:IF z$<>"Y" THEN POKE &BE39,0:POKE &BE3A,0:POKE &BE3B,0
190 PRINT"     Multiple Laser Burst ? (y/n)":PRINT:PRINT
200 GOSUB 290:IF z$<>"Y" THEN POKE &BE3D,&31:POKE &BE3E,&73
210 IF z$="Y" THEN GOSUB 300
220 RUN"lforce1.bas"
230 DATA 00,3e,ff,32,8a,8a,3a,00,be,3c,32
240 DATA 00,be,fe,03,d8,af,32,00,be,3e,ef
250 DATA 32,8a,8a,c9,21,2b,7b,36,c3,23,36
260 DATA 01,23,36,be,c3,31,73,21,b8,9a,11
270 DATA b8,aa,01,00,8e,ed,b8,af,32,da,79
280 DATA 3e,c9,32,87,79,c3,1a,be
290 z$="":WHILE z$="":z$=INKEY$:WEND:z$=UPPER$(z$):RETURN
300 PRINT"     How Many In Burst ? (1-5)":GOSUB 290
310 z=VAL(z$):IF z<1 OR z>5 THEN z=5
320 POKE &BE0E,z: RETURN
```

THE SECOND FILE

```
10 'Lightforce Cheat Loader:Part Two:Save as LFORCE1.bas: GERARD TOON
40 OPENOUT "d":MEMORY 1000:CLOSEOUT
50 BORDER 0:LOAD"lforce2.bin":POKE &61D,&C9:CALL &5F5
90 LOAD"lforce3.bin",&CB8:CALL &BE28
110 ' Tape file LIGHTFORCE is renamed LFORCE2.BIN
120 ' Tape file LF.BIN is renamed LFORCE3.BIN
130 ' Both are trasfered Option 1, DO NOT RELOCATE
```

THE EXCEL CHEAT & BUG FIX !

```
10 'XCEL loader with cheat options: GERARD TOON
20 MODE 1:OPENOUT "d":MEMORY &7CD:CLOSEOUT
30 PRINT:PRINT:PRINT"        Please wait a mo while":PRINT
40 PRINT"             XCEL":PRINT:PRINT"            is loading..":PRINT:PRINT
50 PRINT"      ESC          Computer 1"
60 PRINT"      TAB          Computer 2"
70 PRINT"      CAPS LOCK        Status"
80 PRINT"      SHIFT              Map"
90 PRINT"      DEL        Launch Shuttle"
100 PRINT"      RETURN       Hyperspace"
110 PRINT"      ENTER    Communications":PRINT
120 PRINT" Use cursor keys to control the shuttle"
130 PRINT"  and RETURN to fire (or use joystick)"
140 LOAD"xcel2.bin",&7CE:'xcel2.bin was e1.bin from masterx
150 PRINT CHR$(7):PRINT:PRINT"    Do you want to cheat ? (y/n)":PRINT
160 GOSUB 300:IF i$="N" THEN GOTO 290
170 CLS:FOR x=1 TO 5:PRINT:NEXT x
180 PRINT"Do you want infinite shuttles ? (y/n)":PRINT
190 GOSUB 300:IF i$="Y" THEN POKE &33A4,0
200 PRINT"Do you want infinite energy ?(y/n)":PRINT
210 GOSUB 300:IF i$="Y" THEN POKE &552D,0:POKE &552E,0
220 PRINT"Do you want aliens to shoot ? (y/n)":PRINT
230 GOSUB 300:IF i$="N" THEN POKE &4125,&C9
240 PRINT"Do you only want the maze ? (y/n)":PRINT
250 GOSUB 300:IF i$="Y" THEN POKE &24CE,&C9
260 PRINT"Do you only want the shoot-em-up ? (y/n)":PRINT
270 GOSUB 300:IF i$="Y" THEN POKE &2374,&B4
280 'fix bug and allow NW movement with keyboard
290 POKE &2A84,&CB : POKE &2A85,&47:CLS:CALL &6A5D
300 i$="":WHILE i$="":i$=INKEY$:WEND:i$=UPPER$(i$):RETURN
```

THE BIG BUSTS - What's BONZO gonna do now ?

I saw a modest "USER MAG" t'other day with the longest "hack" I've ever seen - for EXOLON. Writing the game must've been easier! Here's my version - tape in player, [SKIP THE BASIC LOADER] disc in drive and run this. No ! Nothing missing - it writes it's own loader to disc. When it is transferred DON'T play the game in the machine ! Clear the machine, and run EXOLON from disc.

```
 1 REM: EXOLON BUST: TAPE IN PLAYER - SKIP FIRST BASIC FILE ONLY: DISC IN DRIVE - WRITE ENABLED: RUN THIS
10 CLS:FOR X=&be80 TO &bf6b:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
20 IF CS<>25959 THEN PRINT"DATA ERROR":END:ELSE CALL &be80
30 DATA cd,37,bd,06,00,11,00,40,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,2a,38,bd,7c,e6,3f,67
40 DATA 22,c2,be,21,a6,be,22,53,41,c3,00,40,f3,31,fe,bf,21,00,a0,11,00,c0,01,cd,11,ed
50 DATA b0,d9,cb,91,ed,49,d9,cd,44,00,21,c4,be,cd,00,00,21,00,b0,11,00,a6,0e,07,cd,ce
60 DATA bc,06,07,21,6b,bf,34,21,65,bf,11,00,c0,d5,cd,8c,bc,e1,11,cd,11,01,17,bf,3e,02
70 DATA cd,98,bc,cd,8f,bc,00,3e,c9,32,ee,be,21,00,01,22,d9,be,21,00,9f,22,e1,be,cd
80 DATA cf,be,21,17,bf,22,d9,be,21,5a,00,22,e1,be,06,06,cd,d1,be,00,00,00,21,00,b0,11
90 DATA 00,a6,0e,07,cd,ce,bc,3e,10,01,00,00,3d,f5,cd,32,bc,f1,b7,20,f4,21,6b,bf,35,06
100 DATA 07,21,65,bf,11,00,01,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,47,bf,21,00
110 DATA c0,22,3a,bf,cd,17,bf,f3,21,00,c0,11,00,a0,01,d0,11,ed,b0,c3,00,01,45,58,4f,4c,4f,4e,30
```

MILK RACE - STEWART'S FIX

```
 1 REM: transfer the first file to disc with OPTION 1: LEAVE TAPE IN PLACE, AND DISC IN DRIVE, THEN RUN THIS: dun by SCR
10 MEMORY &7fff:LOAD"milkrace":POKE &8181,&80:POKE &8182,&be
20 C=0:FOR S=&be80 TO &beb5:READ A$:R=VAL("&"+A$):POKE S,R:C=C+R
30 NEXT S:READ A:IF A<>C THEN PRINT"DATA ERROR":STOP
40 CALL &8120
50 DATA 6,6,21,46,82,11,0,90,cd,8c,bc,21,0,c0,e5,c1,11,0,40,3e,2,cd,98,bc,cd,8f,bc,00,3e,c9
60 DATA 32,9b,be,3e,2,32,81,be,21,40,0,22,8c,be,21,c0,7f,22,91,be,cd,80,be,c7,5807
```

USE THIS TO RUN THE DISC FILES:

```
 1 rem: FOR SCREEN AS WELL USE THIS, OR JUST RUN MR !: dun by SCR - EDIBLE COMPUTERS
10 CALL &BBFF:MODE 0:FOR s=0 TO 15:READ a:INK s,a:NEXT:LOAD"mrmpic":RUN"mr"
20 DATA 0,26,6,20,8,18,2,24,15,12,16,13,13,22,14,25
```

LORD OF THE RINGS MORE OF STEWART'S COMPUTER EATING.

FIRST: Transfer the files LOR1.BAS and LOR1.BIN to disc [at least 95K free] with BONZO OPTION 1. Leave the tape where it is !
SECOND: Type this in and save it :-

```
  1 ' GETLOR by scr of edible computers.
 10 MEMORY &8a00:MODE 1:LOAD"LOR1.BIN":' make that LOR2.BIN for part 2
 20 q=0:FOR s=&be80 TO &befe:READ a$:r=VAL("&"+a$):POKE s,r:q=q+r:NEXT s
 30 IF q<>&3033 THEN PRINT CHR$(7);"Data Error - Ugh!":STOP
 40 ' POKE &bef5,&32:POKE &befa,&32::REM remove ' for part 2
 50 CALL &be80
 60 DATA 21,99,be,7d,32,76,8c,7c,32,77,8c,21,00,8c,11,00,ac,01,44,01
 70 DATA ed,b0,c3,00,ac,af,32,76,ac,3e,05,32,77,ac,21,00,a5,11,00,c0
 80 DATA 01,50,08,ed,b0,fb,21,ff,ab,11,60,a6,0e,07,cd,ce,bc,06,05,21
 90 DATA f2,be,11,00,d0,cd,8c,bc,21,00,05,11,00,a0,01,00,00,3e,02,cd
100 DATA 98,bc,cd,8f,bc,06,05,21,f7,be,11,00,d0,cd,8c,bc,21,00,c0,11
110 DATA 50,08,01,00,00,3e,02,cd,98,bc,cd,8f,bc,c7,4c,4f,52,31,41,4c
120 DATA 4f,52,31,42,53,43,52
```

THIRD: Press play, and run GETLOR. Funny events will occur, the drive will come alive [Coked up !], and then a RESET ! Now type this in and save it.

```
 1 ' RUNLOR did by scr
10 MODE 2:BORDER 0:INK 0,0:INK 1,0:OPENOUT"d":MEMORY &4ff:CLOSEOUT:LOAD"lor1B"
20 FOR s=&be00 TO &be0e:READ a$:POKE s,VAL("&"+a$):NEXT:LOAD"lor1A":CALL &be00:'make that LOR2A and LOR2B for part 2
30 DATA f3,21,00,c0,11,00,a5,01,50,08,ed,b0,c3,00,05
```

LAST: Do the same steps for PART 2, except that you follow the REM advice. Having checked that it all works you can then erase the files GETLOR, LOR1.BAS, LOR1.BIN, LOR2.BAS, LOR2.BIN. All done - who wanted the loading screen ? Go Away !

FINALLY. .

No room for me. I heard you ! TANX to all,especially the many unsung contributors and "meddlers" awaiting replies! NEWSLETTERS ? Back issues 50P. and SSAE each, except the 1-7 de-waffled summary at £1.75. Future issues 50P+SSAE, or advanced orders for 6 (maximum) at £3.00 and we pay postage and supply envelope. NEXT ISSUE ? End of October ! Regards..... Colin. **NEMESIS**